

PIKMIN™



Nintendo®

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INSTRUCTION BOOKLET



NINTENDO
GAME CUBE

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activities until you feel better.

⚠ CAUTION - Brightness of TV Screen

The brightness of the TV screen differs with each TV but can typically be adjusted. Always play games with the appropriate brightness setting. Excessive brightness or darkness can cause discomfort. If necessary, please refer to the instructions manual of your TV for guidance on adjusting the brightness of your TV.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This seal is your assurance that
Nintendo has reviewed this product
and that it has met our standards
for excellence in workmanship,
reliability and entertainment value.
Always look for this seal when
buying games and accessories
to ensure complete compatibility
with your Nintendo Product.



Thank you for selecting the PIKMIN™ Game Disc for your NINTENDO GAMECUBE™ System.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this book for future reference.

THIS GAME SUPPORTS
GAME PLAY USING ONE
PLAYER AND CONTROLLER.

1 Player



THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.

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Olimar's Disaster

My name is Captain Olimar. On my homeworld of Hocotate, I am a well-known navigator of the stars. I use my faithful ship, the Dolphin, to carry small freight and deep-space minerals from planet to planet. It is a job of no small importance, and I take it seriously.

For a long time I had been working too hard, a tendency of mine, so I decided to take some time off by myself to recuperate. The night before I left, my wife prepared my favorite soup. This soup is a famous dish on my planet, made with three large onions and hundreds of miniature red, yellow, and blue carrots. Once I had my fill of this delicious dinner, I climbed into my warm bed and began to think of the leisurely vacation that would start the next morning. I finally fell into a deep, peaceful sleep.

The journey began well. With no set destination in mind, I simply allowed the sleek Dolphin to make its own efficient way through the vast reaches of space. A strange feeling came over me... I then felt a premonition that my short trip would soon become an epic adventure. I dismissed the thought as foolishness from my overactive brain, then switched the Dolphin to autopilot and stood up from the control seat to make a hot cup of tea. Just then, a massive jolt shook the Dolphin! For a brief moment, my mind reeled with the possibilities of what might have happened, but I had little time to react. I was thrown against the control panel, and I blacked out.



When I came to, I found that the Dolphin had crashed on a strange planet, in a place whose name and location I could not guess. I thanked the laws of chaos that I was at least, for the time, safe. After some inspection, I noticed that the Dolphin was so shaken during reentry that several of her pieces had been jarred loose, probably scattered around the planet. To make matters worse, my space suit's sensors indicated that the planet's atmosphere contained oxygen, an element incredibly deadly to my people. Fortunately, the life-support system built into my suit seemed unharmed, but I knew that it had only enough remaining battery power to function for another 30 days. If only I could find the engine, then at least I could fly within this planet's atmosphere to search for the other parts...

Will I be able to find the missing parts from my spaceship? Will I be able to return safely to my home and family? I must steel myself against fear and loneliness if I am ever to see them again.

I have decided to record all of my observations and experiences in my journal until I am able to leave this forbidding planet. My only hope lies in the promise of two strange encounters that I had today. The first was the discovery of a large object, similar to the onions on my planet. But it was enormous, and it rested on three legs. The other was the appearance of a small life-form eerily similar in appearance to my planet's miniature carrots. I have decided to name this small life-form...Pikmin...

The Size of Pikmin

5 in _____

4 in _____

3 in _____

2 in _____

Olimar is about the height of a quarter, and Pikmin are smaller still. Compare them to ordinary objects around you, if you will.



How to Use the Controller

START/PAUSE

Temporarily halt game play  Pg. 22

Control Stick

Tilt slightly

Move the cursor

Tilt farther

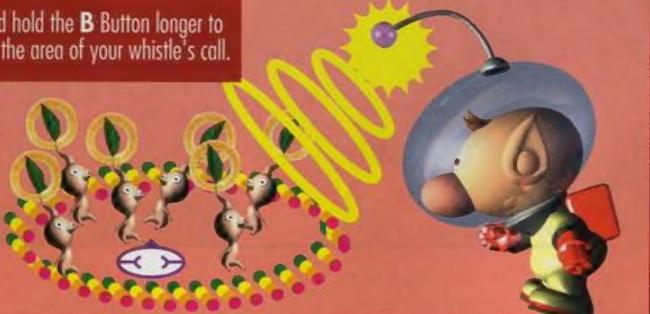
Move Olimar

Press and hold the **X** Button, the **Y** Button, and **START/PAUSE** to reset the game.



Centre the cursor on a lone Pikmin and press the **B** Button to call it.  Pg. 18

Press and hold the **B** Button longer to broaden the area of your whistle's call.



L Button

Rotate the camera

R Button

Zoom camera

Z Button

Change camera angle

These three buttons control your camera!

For more info  Pg. 13

Y Button

View Olimar's monitor  Pg. 24

X Button

Dismiss and separate Pikmin by colour

Separate your Pikmin by colour and have them wait for you.



 Pg. 26

C Stick

Move the group  Pgs. 15, 26

Control all Pikmin with you.

B Button

Use Olimar's punch to deliver a small amount of damage!

A Button

Pick a planted Pikmin

Place the cursor on the spot where you want to throw a Pikmin, then press and release the **A** Button.



Throw Pikmin (One at a time)

Your Pikmin will line up by colour behind you if you press and hold the **A** Button.  Pg. 25



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The Game Screen

Number of Pikmin carrying the object

Number of Pikmin needed to move the object



Onion

Pg. 16

Damage to Olimar's space suit

This gauge decreases when Olimar takes damage. Repair damage by pressing the **A** Button when standing near the ship or waiting until the end of the day.

Standby Pikmin

This shows the Pikmin standing nearest to Olimar. It will be the one you throw next when you press the **A** button. You can also throw Pikmin of only one colour if you'd like (see pg. 25).



When Olimar's space suit damage gauge reaches zero, Olimar will be forced to return to the ship, and the day will end. When this happens, nocturnal predators will eat most of your Pikmin during the night. Only those still planted in the ground and the ones underneath or inside the Onions will be spared, so please be careful.

Sun Meter

When the sun icon reaches the far-right side of the bar, the day will end. The only day that doesn't have a time limit is the first.

Day

This counter shows the number of days Olimar has spent on the planet.



Camera Angles

Use these buttons to play from many different camera angles.

Rotate camera

Press the **L** Button to rotate the camera to a spot behind Olimar.

Zoom camera

Press the **R** Button to change the zoom level of the camera. There are three zoom levels.

Rotate the camera

- L** Tilt the Control Stick while holding the **L** Button
- Tilt slightly to rotate slowly
- Tilt farther to rotate quickly

The camera rotates around Olimar.

Adjust it when Olimar is around a corner and you can't see him.

Change the camera's angle

The camera's angle will change every time you press the button. The camera can be set at a three-quarter view or directly above Olimar.

The number of Pikmin with Olimar



The number of Pikmin in the field



The number of Pikmin in the field includes Pikmin who are working or waiting and those who are still planted in the ground. All together, the number in the field can't exceed 100.



Zoom in close...

Total number of Pikmin



This number includes all Pikmin in the field and all Pikmin in their onions.



...or take a bird's eye view.

At the end of a normal day, all Pikmin still with Olimar will return to their Onions and will not be eaten.

The Goal of the Game

Collect all the spaceship parts!

Capt. Olimar has collided with a comet during his space voyage and crash-landed on an alien planet. Now he must find all 30 of his scattered spaceship parts to escape from the planet.

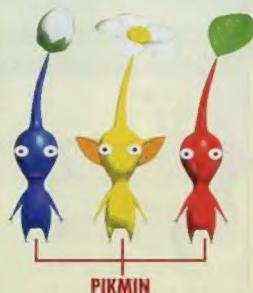
Press **A** while next to a ship part to learn more about it.

Controlling Pikmin

Pikmin Behavior

Just what are Pikmin?

Pikmin are one of the mysterious life-forms Olimar encounters on the alien planet where he crash-lands. For some reason, the Pikmin seem bound to cooperate with him. Can Olimar rely on the Pikmin to help him collect all of the missing spaceship parts and escape the planet?



PIKMIN

Pikmin are actually very intelligent creatures. If given a simple order, they will carry things, fight other creatures on the planet, and even use their own judgment to carry out various other tasks.

Pikmin follow behind Capt. Olimar. He can lead up to 100 Pikmin at a time, but if there are any Pikmin in the ground, working, or waiting for Olimar (pg. 18), that number will be subtracted from the number that Olimar can lead at that time.

You have only 30 days!

Because of toxins in the planet's atmosphere, Olimar has no time to waste in completing his task. The life-support system in Olimar's space suit will protect him from the planet's toxins for only 30 days.

Olimar



Life-Support System



Place the cursor on an object...
and throw a Pikmin



Tilt slightly

Fight Enemies



Pikmin can
do many
things!

Break Down Walls



Move Obstacles



Carry Things



Build Bridges



Work together!

Move ship parts!

Move on to new areas!

Try this



In addition to using the cursor to throw Pikmin, you can use the **C** Stick to move Pikmin as a group toward an object. When they reach the object, they will decide for themselves what to do.

Where Pikmin Come From

The Onion expels the seeds that plant themselves in the ground and become Pikmin. When the sprouts growing from their heads grow long enough, you can pick them by pressing the A Button.



When there are already 100 Pikmin in the field, the Onion will not expel new seeds; instead, the newly created seeds will be stored inside.

The Onion

This strange object expels Pikmin seeds. The Pikmin treat this object as a nest, so you can keep them there and call them back later. At the end of each day, the Pikmin following you will return to the Onion.



How to Pick Pikmin

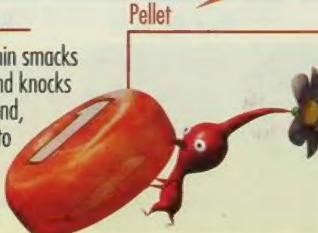
Stand near a planted Pikmin and press A to pick it.

How to Make More Pikmin

The Onion will expel Pikmin seeds whenever you give it pellets or defeated enemies.



When a Pikmin smacks this flower and knocks it to the ground, it will turn into a pellet.



Carry pellets back to the Onion!

Pellets are the energy source that the Onion uses to create new seeds. The number on top shows how many Pikmin are needed to carry the pellet.

Call Pikmin from the Onion

You must call Pikmin from the Onion at the beginning of every day. Use the Control Stick to enter the number of Pikmin you want to call. You can return Pikmin in the same way when you have too many.

Return Pikmin to the Onion

Under the Onion, press A



Pikmin in the Onion

Number of Pikmin to call or return

Number of Pikmin with you



Tilt the Control Stick and hold it to retrieve or return Pikmin



- If you lose all Pikmin of one colour, the Onion of that colour will generate one seed the next day.
- There is no limit to the number of Pikmin that you can store in the Onion.
- When there are mature Pikmin in the Onion (see pg. 18), they will come out in this order: flower, bud, then leaf.

Pikmin will carry objects back to the Onions of their own color. When Pikmin of all three colors are carrying an object, whichever color has the most Pikmin will take it to their Onion.

Carry pellets to the Onion of the same color!



When you carry a pellet to an Onion of the same color, you will be rewarded with more seeds.



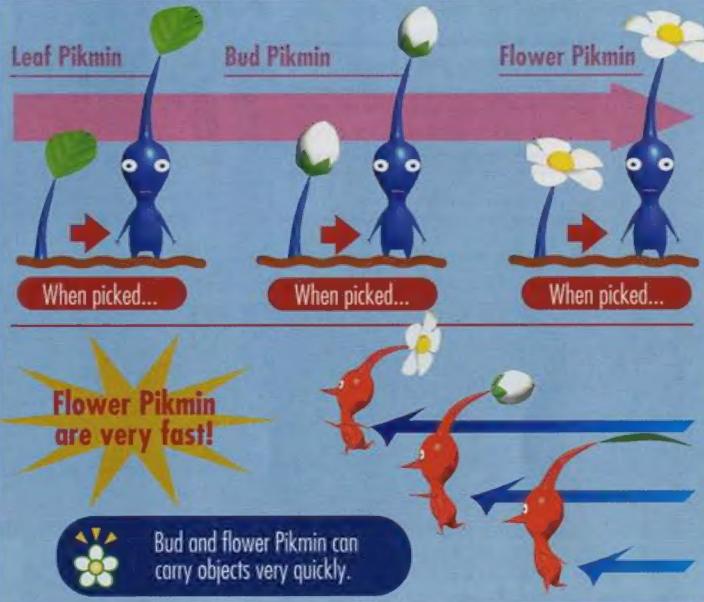
Pikmin can carry an object faster when there are more of them helping carry it.



Pikmin Growth

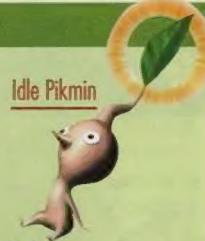
If you leave Pikmin in the ground for a while without picking them, they will extract more nutrients from the soil and grow as shown below. Even after being picked, if the Pikmin can find a source of nutrients, they can mature. More mature Pikmin can run faster, but flower Pikmin may revert to leaf Pikmin when injured by an enemy.

How Pikmin Grow



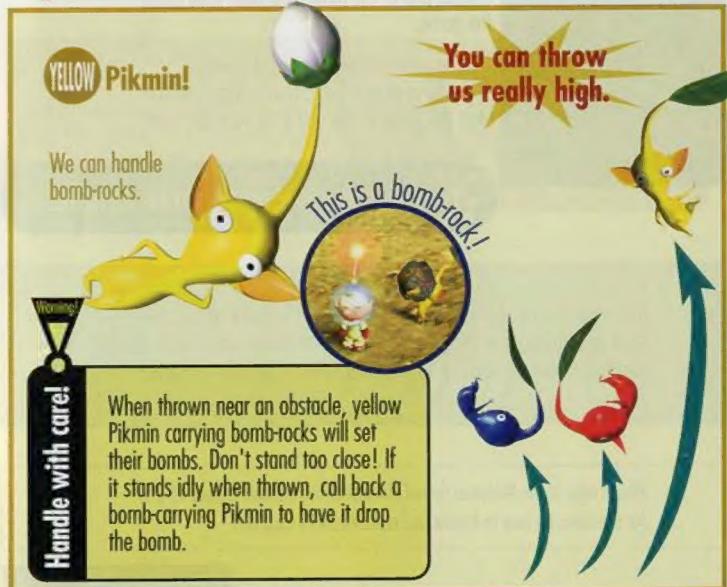
Idle Pikmin

When Pikmin are dismissed with the X Button or separated from Olimar, they will stay in one place. Olimar cannot command those idle Pikmin. Place the cursor on the idle Pikmin and press B button to call them, or touch them to bring them back to you.



Different Colours, Different Skills

Pikmin and their Onions are red, yellow or blue, and they have different characteristics depending on their color. You can shorten your time on this planet considerably if you balance the numbers of different-coloured Pikmin.



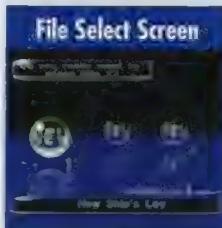
Getting Started

Turn on the POWER Button after setting the Game Disc in the console and closing the Disc Cover. When the title screen appears, press START/PAUSE. When you choose to start the game, the File Select screen will appear.



Start the Game

Before playing, you must create a Pikmin save file. You should have a Memory Card inserted in Slot A before turning on the POWER Button.



When playing for the first time

Choose one of the three New files, then begin the game.

When continuing a saved game

If you have played and saved before, you can start the game at the day after your last save.



You can save up to three data files.

You must have a Memory Card with at least 19 blocks of free memory to save your progress in this game. No saved data files will appear unless a Memory Card with saved Pikmin data is inserted into the console.

Please refer to the Nintendo GameCube instruction booklet (pages 18-20) for directions on how to format and erase Memory Card files.

Copy and erase saved files

Choose a file and press the Y Button on the File Select screen to copy that saved file to an empty location. You can also select a file and press the X Button to erase that file. Erased files cannot be restored, so please be careful.

Options

Sound

You can change the following sound settings:

- Mono or Stereo.
- Background music settings. Use the Control Stick to toggle.
- Sound effects settings. Use the Control Stick to toggle.

Rumble

You can set the controller rumble function to ON or OFF.

High Score

When you finish the game, your results will be saved here. You can also see results from Challenge mode here.



Playing the Game

The events in Olimar's day

Day One

1 When you find the engine and take it back to your ship, you will be able to make your first save.

2 Choose the area you want to visit at the Area Select screen.

After the second day

3 Find pellets and enemies to increase your numbers of Pikmin as you search for ship parts. As you find more parts, you will be able to visit new areas.

4 Gather Pikmin at the end of the day.

Safety check at the end of the day

Pikmin following Olimar → Will return to the Onion

Pikmin under the onion, or idle near the spaceship → Will return to the Onion

Pikmin planted in the ground → Will remain there

Pikmin working, fighting, or idle away from the ship →

Will be eaten by enemies during the night!



5 Save at the End of the Day screen.

You cannot save during the day.

Pause screen: press START/PAUSE during the game

Continue

Return to the game in progress.

Go to Sunset

Choose this option when you want the current day to end quickly. You can advance to the End of the Day screen and go on to the next day.

Continue from last save

Choose this option when you want to replay the current day. You will return to the Data Select screen without saving.



Area Select screen

Appears at the beginning of every day after the first.

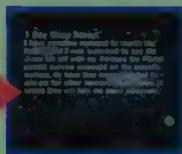


You cannot move between areas during the day.



Olimar's Journal screen

Press the Y Button at the Area Select screen to read Olimar's journal. Some important things are written there, so remember to review it from time to time.



Press the B Button to return to the previous screen.

The End of the Day screen

Appears at the end of the day.
You can save at this screen.



Number of Pikmin in the Onion

Pikmin population screen

You can view the changing number of your Pikmin population in each colour.

Press A to save



The number of Pikmin in the Onion when it took off at the end of the day. The number at the top of the screen shows the total.

Please do not remove the Memory Card or turn off the POWER Button while saving. This could damage the Memory Card and the console.

Olimar's monitor



You can check this screen by pressing the **Y** Button during the game.
Press the **Y** or **B** Button to return to the game.



When you discover the ship part, Whimsical Radar,
you will be able to display an area map during the game.

Area name

The name of the area you
are currently exploring.

Area map

A map of the area where you are.

No. of Pikmin

Shows numbers of Pikmin
with Olimar and in the Onion
by colour.

No. of idle Pikmin

If you leave these Pikmin in the
field at the end of the day, they
will be eaten by enemies at night.

Number of ship parts

Move to an area of the map that you want to view

Zoom in/out
on map

Press the **R** Button while viewing Olimar's
monitor to check controller settings.



Map Icon

- ▼ ... Olimar's current position
- ★ ... Spaceship parts
- ... Onion
- ... You can zoom in on the map to note
Pikmin location by colour. This map also
shows idle and working Pikmin.

Pikmin Q&A



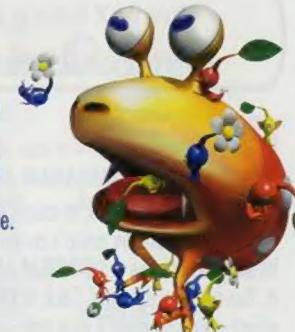
Why are my Pikmin going the long way to get
back to the Onion?



Pikmin will try to carry an object back to the Onion
as fast as they can, but if the fastest route back is
blocked by an obstacle, they will take a longer route or stop in
front of the obstacle. You should try to open the fastest way
for them.



If there are walls in the way, get
the Pikmin to use bomb-rocks to
tear them down.



These monsters are too hard to beat!



To defeat a large enemy, you should try using
more Pikmin. Pikmin may be small, but in large
numbers, they can defeat even huge enemies. There are
some enemies that can only be defeated in a special way,
like attacking from behind, or using a certain colour of
Pikmin. Think about your strategy before you go into battle.

Fighting technique



It is dangerous to attack from beneath an enemy, but you
can slow them down around the feet. While accepting a
few sacrifices to slow your opponent, you can try to attack
from another angle to balance your fighting technique.

When you want to use only one color of Pikmin against
an enemy, you should throw Pikmin consecutively.

Sort by colour

Approach the red Pikmin in a mixed group and press and hold the **A** Button,
then press repeatedly to throw only red Pikmin.



Q

How can I increase my numbers of one colour of Pikmin only?

A

Pikmin will try to carry pellets and enemies back to the Onion of their colour. Try to use this behavior to your advantage.



If you want to make more yellow Pikmin, have only your yellow Pikmin carry pellets and enemies.

Press the X Button to dismiss your Pikmin and sort them by colour, then press B to call only particular Pikmin.

Q

Why do my Pikmin pass up pellets and fallen enemies without carrying them?

A

Use the C Stick to assign the Pikmin a task as a group. The C Stick not only controls the group's movement, but it can also be used to give the group a task. When you push the group toward a pellet or fallen enemy with the C Stick, it will try to carry it. You can also use the C Stick to keep any member of the group from touching an object—thus assuming it as a task—as you walk past it.

Q

I can't do very much in one day!

A

Perhaps you should assign groups of Pikmin different simultaneous tasks to make better use of time. For example, while 20 Pikmin are busy breaking down a gate, another 20 can be carrying food back to the Onion, while yet another 20 are busy fighting an enemy with Olimar. When the day nears its end, you should try to collect all of the Pikmin who were left working or idle in different areas.

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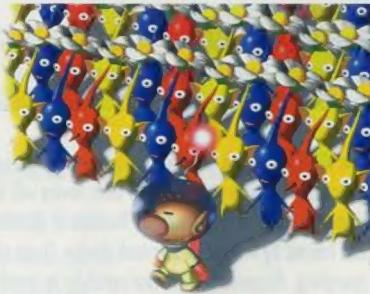
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Important:

REV-A

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REV-P

12 MONTH WARRANTY FOR NINTENDO GAMECUBE™ (GAME DISC)

You may only require simple instructions to correct a problem with your product, therefore we recommend the following services:

NINTENDO HELPLINE 190 224 1001

Set-up, connection and gameplay assistance together with hints and tips for a wide range of Nintendo products.

Live Games Experts available between 12 noon and 9pm, every day of the year.

Recorded information on our most popular titles available 24 hours per day.

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(Calls from mobile and public phones attract a higher rate)

NINTENDO WEBSITE www.nintendo.com.au

Troubleshooting, warranty and service/repair information.

CONDITIONS OF WARRANTY

The benefits conferred by this Warranty are in addition to all other conditions and warranties in respect of this product which the consumer may have under the Trade Practices Act 1974 of the Commonwealth of Australia and/or similar State, Territory or Country Laws.

Nintendo Australia Pty Limited warrants this GameCube™ (GAME DISC) to be free of defects in materials, workmanship and manufacturing to the original purchaser for a period of twelve months after the date of purchase and upon presentation of purchase receipt.

1. Nintendo Australia Pty Limited will at its option and subject to the terms and conditions stated below, repair or replace free of charge this GAME DISC or any component part, which upon examination by Nintendo Australia Pty Limited is found to be defective.

2. This Warranty shall not apply:

(a) if the GAME DISC has been subjected to misuse, abuse, accident or want of care.

(b) if the GAME DISC has been modified and/or tampered with.

(c) if a repair has been made or attempted by the purchaser or their agent.

(d) The following are not covered by this Warranty:

(i) Liquid damage;

(ii) Scratched or damaged discs;

(iii) Wear and tear.

(e) If the GAME DISC fails due to causes unrelated to defective materials or workmanship.

3. Nintendo Australia Pty Limited accepts no liability pursuant to this Warranty for any cost or consequential damage or economic loss whether direct or indirect, to any person or property, arising from breakdown or failure of this product and no responsibility is to be implied or accepted over and above the replacement value of the product.

This Warranty is given by Nintendo Australia Pty Limited and no other person or organisation is authorised to vary its provisions and conditions.

Before returning a Nintendo GameCube™ GAME DISC for service, contact:

Nintendo Customer Service on (03) 9730 9822

Warranty and Repair Information and all other general enquiries.

Hours of operation: 8:30am to 5:30pm Monday to Friday (EST).

NINTENDO AUSTRALIA HEAD OFFICE

Scoresby Industrial Park, 804 Stud Road, Scoresby Victoria 3179 Australia

Notes

